

# Awaken

[By Charon MacDonald]

Gods, Titans, Heroes, Beasts, Primal Forces – your essence...

Normal person – your weapon...

Werewolves, Vampires, Alchemists, Monsters, Faerie, Demons – your enemies...

Your character is an Inheritor, empowered by immortal spirits. When your character dies, make a new human. Where were they when the power awakened inside?

(Start, or Death)

Roll for One Supreme Trait pair.

Choose One Strong Trait pair.

Choose one Power for Supreme and one for Strong.

For each Power, describe a Domain of Influence (at lower Rating).

One Warfare and Strength

Two Cunning and Speed

Three Knowledge and Insight

Four Stealth and Lies

Five Beauty and Command

Six Will and Magic

**Ratings** (roll on d6 to succeed in any challenge)

Supreme One through Six, all rerolls as Powerful

Powerful One through Four

-Others- One or Two

On a Six, reroll. On a miss, a greater failure.

On a One, reroll for a greater success.

Failure: reroll for Loss. On a miss, reduce any single trait. If all Traits are Other, Die.

Normal Challenges: GM picks Trait pair. Two successful attempts needed.

Attempt Order: Others, Powerful, Supreme.

Against Great Evils: Players pick Trait pair. 3 or more successful attempts, roll Loss for **every** attempt.

Order: Supreme, Powerful, Others.